

# A Study of Computer Knowledge among the Pupil Teachers of B.Ed. Course in Aurangabad City

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## ABSTRACT

The knowledge of computer or Computer literacy is considered to be a very important skill to possess while in the first world. Employers want their workers to have basic computer skills because their company becomes ever more dependent on computers. Many companies try to use computers to help run their company faster and cheaper.

**KEYWORDS:** Computer Knowledge, Pupil Teacher, B.Ed., Aurangabad

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## INTRODUCTION

Today we are living in a highly growing world with the ever-increasing application of the concept of the mechanization and computerization in the various spheres of life. We have been able to achieve the highest, which were unattainable in the past. The pace of growth and development has been accreted particularly in the field of Education, Business and industry.

In the twenty first century due to Globalization the world has become a global village. Science and Technology has spread their wings to give a high flight to the mankind. Though we are moving aggressively and successfully towards the future with the help of Science and Technology, in which especially Computer Technology has a greater contribution.

As the nature of the country like India is still progressive because of lacking in technological usage in our day today life, specially the Education system were the teachers are responsible for imparting education according to the need of the time and by using appropriate technology like Computers, are not enough competent because of theoretical and Practical Knowledge of Computer.

In modern time the life of the man has become more and more complex, the process of modernization rendered the abilities of man to a limit. The evolution of the faster development of the computer offered man advice, which was transient in terms of ability we shall trace out the historical growth of computer in the following device.

## ABACUS:

It was around 400 B. C. A device used for addition called 'ABACUS' was invented, it consist of rectangular wooden frame with wire which carry beads. Thus ABACUS is the combination of beads strung on the wires or rods and which serves as an aid in counting.

## NAPIER BONES:

In 1833 'Charles Babbage' who was inspired by automatic jacquard loom proposed an analytical engine, this engine had four components viz. Storage device, Arithmetic unit, Control unit and Output device.

## CHARLES BABBAGE:

'Charles Babbage' of England commonly Known as Father of Computer, in 1822 invented a machine which was named by him 'Analytical Engine'. This engine was a mechanical device and used for De Herman Hollerith of America. In 1889 he developed an idea of introduction to world of punching of cards as means of Coding, the Number and Alphabets are punched on the cards by holes.

## ENIAC: (Electronic Numeric Integrator and Calculator)

In 1964 the university of Pennsylvania developed the ENIAC. It was first fully electronic computer developed by 'William Archly'. The computer was basically developed for creating numerical tables, which could be used by the army. However its disadvantages were its large size and the amount of heat generated, which resulted in a high failure rate.

## **GENERATIONS OF COMPUTER:**

Computers are classified into a number of generations based on the electronic technology used in constructing the computer.

### **First Generation:**

In the year 1949 to 1955 the first generation of computers was introduced. These computers were very large in size because of large sized vacuum tubes were used in them and mainly used for scientific purposes.

### **Second Generation:**

In 1947 invention of transistor has made a revolution in the world of electronics and used in the computers. Hence from 1956 to 1965 the second generation of computers uses transistors.

### **Third Generation:**

In 1959 the concept Integrated Circuit came and in between 1966 to 1975 third generation computers were started using Integrated Circuits, and were used as database management system.

### **Fourth Generation:**

In 1971 microprocessor was introduced and used in computers and the fourth generations was introduced from 1975 to 1985. In this duration Large Scale integrated circuits and very large scale integrated circuits were developed and used in computers.

### **Fifth Generation:**

It is not very clear now what direction the fifth generation will take. Scientists are trying in this generation in which the concept of Artificial Intelligence will be used.

Computers are now affecting every sphere of human activity and bringing about many changes in industry, Government, Education, Medicine, Scientific research, Law, Social Sciences and even in Arts like Music and painting. They are presently used, among other applications, to design buildings, bridges and machines, control Space vehicles, Assist in Railway reservation, control inventories to minimize material cost, Grade Examination and process results, Aid in Teaching, Systematically store and quickly retrieve data, for Entertainment.

The areas of application of computers are confined only by limitations on human creativity and imagination. In fact a computer can perform any task that can be carried out systematically, using a precise step-by-step method. Therefore it is essential for every educated person today to know about a computer, its strengths, its weaknesses and its internal structure.

In order to take the advantage of this marvelous technology a proper computer education is a must. Today there is a high demand for computer literates as most companies hire people who have a good knowledge in computers. To start with the computer education you could enroll for a basic package which gives you brief idea about operating computers, operating its software's and hardware, Internet and also Microsoft Office which could help you in our day to day office activities like preparing letters or memos, Creating Spread Sheets or Presentations and so on. This basic knowledge has become a crucial element to compete in today's job market.

Computers have made our lives simple and very convenient by offering our needs at a click of a mouse through online shopping thereby saving a significant amount of our time to

go to the local market and buy them. Thus if we wish to enjoy the benefits of this incomparable system and wish to have a better hold in today's modern technology then we need to have at least basic computer knowledge.

Nowadays there are many computer coaching classes that are being conducted at local college which offer computer education to all irrespective of age. If we are shy and do not wish to go to the classes we can even opt for an online training program which could help us to have an overview of the whole system. This way we can develop a good understanding of how the system works.

## **NEED OF THE RESEARCH:**

The national system of education in India employs a curricular framework with a common core and other flexible components. It intends to provide access and quality of education to all. The administrative and financial controls of the system rest jointly with the union government and the state-level governments. In 1984, a program of computer literacy was started on an experimental basis in government schools. The first computer-related policy, emphasizing computer literacy, was established as a part of the National Policy on Education in 1986 and modified in 1992. Realizing all of India's intended policy goals regarding the knowledge of computers in education will require facing several major obstacles.

Where computers are widespread, they are also a part of education. Computers are used in schools for many applications such as writing papers or searching the Internet for information. Computer skills are also a subject being specifically taught in many schools, especially from adolescence onward - when the ability to make abstractions forms.

### **Computers as Tools for Self-Directed Learning**

At one time it was possible to train young people to perform tasks that they could then apply throughout a lifetime. The apprentice blacksmith would learn and use the same techniques used by his father, his grandfather before him, and so on back through the ages. Today, however, the pace of technological change is so great that a set of skills learned yesterday can be obsolete in a year or so. Therefore, to be successful, people have to be able to teach themselves, to retool, to find for themselves the resources that they need for learning new skills to keep pace with their changing environments.

### **Computers as Tools for Collaborative Project Work**

Information and service workers, those who will make up the vast majority of the twenty-first century workforce, typically operate in project teams. They need to be able to communicate effectively with one another, to establish project goals, to plan strategies for attaining those goals, to break up the work among team members, to report their progress to one another, to evaluate this progress, and to synthesize their individual efforts into a final product. Networked computers are excellent tools for such collaborative project work. Students can use scheduling software to plan their projects, communicate over networks about their projects, store project components in a central place, use individual software tools (such as word processors, Internet browsers, and graphics programs) to carry out specific project tasks, evaluate their progress using online evaluation forms, and design elegant final products for sharing with their teachers and classmates.

## Computers as Research Tools

An information-age job, by definition, requires that one be able to gain access to information, and computers are unparalleled tools for doing just that. In the past, a student with a research project was limited to the few resources available in his or her school or community library all too often a few aging encyclopedias and a handful of tattered books on a handful of school-related topics. Today, the resources of the world are a keystroke away. Homework help, vast libraries, reference works, museums, government and educational archives, news reports these are but a few of the many resources available on the Internet. Instantly, and with little effort, the student has access not just to local resources but to the resources of the globe.

## Computers as Exploratory

One of the problems often confronted by educators is the difficulty of getting students to envision what is being described by all those words in textbooks. What is the structure of a DNA molecule? What did the universe look like seconds after the Big Bang? Just where was Crete, and how was Minoan civilization destroyed? How does the heart work? How did Heinrich Schliemann figure out from reading the Odyssey where the ruins of Troy were buried? What is the water cycle? What does the interior of the earth look like? Computers can show students these things, not passively, in the mode of television, but interactively. A student can call up a map of ancient Greece and follow the path of Odysseus through the Mediterranean from Troy to Ithaca or can pretend to be a water molecule, enter a root hair, travel up the stem of a plant, and evaporate into the air. Computers can take students where they otherwise could not go and make learning into a thrilling, self-directed journey.

## SIGNIFICANCE OF THE RESEARCH PROBLEM:

Where computers are widespread, they are also a part of education. Computers are used in schools for many applications such as writing papers or searching the Internet for information. Computer skills are also a subject being specifically taught in many schools, especially from adolescence onward - when the ability to make abstractions forms.

One problematic element of many (though not all) "computer literacy" or computer education programs is that they may resort too heavily on rote memorization. Students may be taught, for example, how to perform several common functions (e.g.: Open a file, Save a file, Quit the program) in very specific ways, using one specific version of one specific program. When a graduate of such a program encounters a competing program, or even a different version of the same program, they may be confused or even frightened by the differences from what they learned. This is one reason why major computer and software firms such as Apple Computer and Microsoft consider the educational market important: The often time-limited computer education provided in schools most often lends itself to rote memorization, creating a sort of vendor lock-in effect whereby graduates are afraid to switch to competing computer systems.

The knowledge of computer or Computer literacy is considered to be a very important skill to possess while in the first world. Employers want their workers to have basic computer skills because their company becomes ever more dependent on computers. Many companies try to use computers to help run their company faster and cheaper.

Today, computers are no longer specialized tools used only by scientists or engineers. They do not hum behind sealed, glass walls in climate – controlled environments. Computer systems are everywhere, in places you cannot see or would not expect to find them. They are a fact of life, a common thread that ties together our education, work, and home life. With computers touching nearly every facet of our lives, the issue of computer literacy becomes important.

As personal computers become common-place and they become more powerful, the concept of computer literacy is moving beyond basic functionality to more powerful applications under the heading of multimedia literacy. Of course, arguments about computers being common-place in the first world assume that everyone in the first world has equal access to the latest forms of technology. However, there is a pronounced digital divide that separates both physical access to technology and the ability to use that technology effectively.

The researcher wants to know the knowledge of the pupil teachers who are going to teach students in near future and hence the knowledge of the students regarding computer is must to check, unless and until their knowledge is not checked the remedial measures and suggestions are not suggested to them. Hence the researcher undertakes the study.

## Statement of the Problem:

"A Study of Computer Knowledge among the Pupil Teachers of B.Ed. Course in Aurangabad City".

## OPERATIONAL DEFINITIONS:

### Computer:

Computer is an electronic machine, which accepts data; process the data and gives desired output.

### Knowledge:

Knowledge means the knowing about computers; here the knowledge refers to the fundamental aspects of computers and basic skills involved in the operation of computers.

### Pupil Teacher:

The students of the B.Ed. course who are taking the training for becoming a teacher are referred as pupil teacher.

### B.Ed. Course:

B.Ed. Course is the professional degree course in full called as 'Bachelor of Education', and necessarily done as a basic requirement for becoming a teacher.

### Aurangabad City:

Aurangabad is one the historic city of Maharashtra State and the capital of Marathwada region in India.

## OBJECTIVES:

- To study the computer knowledge among the pupil teachers.
- To study the computer knowledge among male pupil teachers.
- To study the computer knowledge among female pupil teachers.
- To compare the computer knowledge among the male and female pupil teachers.

## HYPOTHESIS:

- Computer knowledge among the pupil teachers is high.
- Computer knowledge among the male pupil teachers is high.

- Computer knowledge among the female pupil teachers is high.

**NULL HYPOTHESIS:**

There is no significant difference in the mean score of the findings of computer knowledge among the male and female pupil teaches.

**VARIABLES:**

Computer knowledge, Male Pupil Teachers and Female Pupil Teachers.

**SCOPE OF THE PROBLEM:**

**Area of Research:**

The area of research deals with study of Knowledge of computer among the pupil teachers in Aurangabad city only.

**Content:**

The present study deals with knowledge of Computer among B.Ed students.

**Unit:**

The unit of the study is B.Ed students and their knowledge about Computer.

**Time:**

The present study will be conducted in the year 2020.

**LIMITATION OF THE RESEARCH:**

**Area of Research:**

Present research is confined to Aurangabad city only.

**Content:**

The study is limited about the knowledge of computer only.

**Unit:**

The study is limited to Basic Knowledge about computer.

**Time:**

The study is limited to the period of 2020.

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